

## **IN THE CLAIMS**

1. (Original) A dialog processing system for an uninhabited air vehicle comprising:  
  
a control system that records a state of the UAV;  
  
a recognition unit for recognizing text and analog speech input data;  
  
an interpretation unit dynamically linked to the control system and linked to the  
recognition unit for interpreting the input data;  
  
a response unit linked to the interpretation unit for producing text or audible  
analog speech output data;  
  
whereby the interpretation unit utilizes UAV state data to interpret the input data  
to generate appropriate output data.
2. (Original) A dialog processing system as in claim 1 wherein:  
  
the interpretation unit utilizes natural language processing.
3. (Original) A dialog processing system as in claim 1 wherein:  
  
the voice interpretation unit comprises a dialog manager that controls which sub-  
dialog is active by transitioning from one dialog state to another.
4. (Original) A dialog processing system as in claim 1 wherein:  
  
the input data is dynamically merged with UAV states selected from the group  
consisting of current states, past states and predicted states.

5. (Original) A dialog processing system as in claim 1 wherein:  
the input data is dynamically merged with past, present and predicted states of the UAV.
6. (Currently Amended) A dialog processing system as in claim 1 wherein:  
the interpretation unit is limited to a predetermined air traffic control specific vocabulary.
7. (Original) A method of dialog processing for an uninhabited air vehicle comprising:  
detecting commands;  
interpreting the commands in context of dynamic UAV state information; and  
producing responses in accordance with the interpretation of the detected commands.
8. (Original) A method of dialog processing as in claim 7 wherein:  
natural language processing methods are used to interpret the commands.
9. (Original) A method of dialog processing as in claim 7 wherein:  
UAV state information includes past, present and predicted states.
10. (Original) A method of dialog processing as in claim 7 wherein:  
the interpreting step is executed as a finite state machine.

11. (Original) A method of dialog processing as in claim 7 wherein:  
the commands may initiate from the UAV.
12. (Original) A method of dialog processing as in claim 7 wherein:  
the commands may initiate from a source external to the UAV.
13. (Original) A method of dialog processing as in claim 7 wherein:  
the interpreting step uses a grammar to construct dialogs while the UAV is in  
flight.
14. (Original) A method of dialog processing as in claim 13 wherein:  
the interpreting step uses a learning process to add unknown commands to a list of  
possible commands.
15. (Original) A method of dialog processing as in claim 7 wherein:  
the commands are broken down into sub-commands.
16. (Original) A method of dialog processing as in claim 7 wherein:  
the interpreting step is limited to dialog states common to air traffic control  
dialogs.